

IN THE CLAIMS:

1. (Currently Amended). A remote system for use with a gaming system for establishing attendance of a plurality of players at ~~an~~ a marketing event, the event occurring at a common location, the remote system comprising:

a remote device, embodied in a mobile computer which may be carried by a user who is not one of the players, for receiving player identification information related to each player in attendance at the event at the common location input by the user, the user being located at the common location; and,

a host computer coupled to the remote device through a remote network interface via a wireless connection for defining a set of targeted players for the marketing event as a function of a set of predetermined conditions and establishing the common location, the common location being within a larger facility and for receiving the identification information from the remote device and storing the player(s)' attendance in a database located at the host computer, if the player is one of the targeted players.

2. (Previously Presented). A remote system, as set forth in claim 1, the remote device for establishing an ID number of an ID card of each player in attendance, the identification information including the ID number of the player ID card of each player in attendance.

3. (Previously Presented). A remote system, as set forth in claim 1, wherein the wireless connection uses an IEEE 802.11 standard.

4. (Original). A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11b.

5. (Original). A remote system, as set forth in claim 3, wherein the wireless connection is IEEE 802.11g.

6. (Original). A remote system, as set forth in claim 1, the remote device having a processor and a web client for interaction with the user.

7. (Original). A remote system, as set forth in claim 6, the web client for acquiring input from the user and formatting and presenting data to the user.

8. (Original). A remote system, as set forth in claim 1, the remote network interface for sending an attendance form to the remote device.

9. (Original). A remote system, as set forth in claim 8, the attendance form being fillable with the identification information by the user.

10. (Original). A remote system, as set forth in claim 9, the remote device having a processor and a web client for interaction with a user, the attendance form being accessible through the web client.

11. (Original). A remote system, as set forth in claim 10, the attendance form accepting the identification information.

12. (Original). A remote system, as set forth in claim 11, the identification information including an identification card number.

13. (Original). A remote system, as set forth in claim 11, the identification information including an identification card number, the remote network interface for receiving the identification card number and determining if the identification card number is valid.

14. (Original). A remote system, as set forth in claim 13, the remote network interface for sending the gaming machine information to the database for storing as a function of the identification information if the identification card number is valid.

15. (Original). A remote system as set forth in claim 13, further comprising a card reader connected to the remote device, the card reader for reading the identification card number from a player identification card.

16. (Original). A remote system, as set forth in claim 11, remote network interface for determining if the identification information is valid, the gaming machine information including a device identification number associated with the gaming machine if the identification information is valid.

17. (Original). A remote system, as set forth in claim 16, the remote network interface for receiving the device identification number and retrieving the player attendance information from the database as a function of the device identification number.

18. (Original). A remote system, as set forth in claim 1, the remote network interface coupled to the database for retrieving and storing data therein.

19. (Original). A remote system, as set forth in claim 18, the database for storing data in database tables.

20. (Original). A remote system, as set forth in claim 19, further comprising a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

21. (Original). A remote system, as set forth in claim 20, further comprising at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

22. (Original). A remote system, as set forth in claim 21, the third object coupled to the remote network interface for receiving queries from the remote network interface, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

23. (Original). A remote system, as set forth in claim 22, the remote network interface for receiving the responsive data and transmitting the responsive data to the remote device.

24. (Original). A remote system, as set forth in claim 23, the remote device having a processor and a web client for interaction with a user, the remote network interface

for formatting the responsive data into a hyper text mark-up language response for display by the web client.

25. (Original). A remote system, as set forth in claim 6, the web client including a plurality of servlets for providing functionality to a user.

26. (Original). A remote system, as set forth in claim 25, the web client including a login layer for identifying the user.

27. (Original). A remote system, as set forth in claim 26, the web client including a menu layer for allowing the user to navigate to and access the servlets.

28. (Original). A remote system, as set forth in claim 27, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.

29. (Original). A remote system, as set forth in claim 17, wherein the player attendance information includes a player identifier.

30. (Original). A remote system, as set forth in claim 17, wherein the player attendance information includes a gaming machine identifier.

31. (Original). A remote system, as set forth in claim 17, the remote network interface for instructing the remote device to display the player attendance information.

32. (Original). A remote system, as set forth in claim 16, the remote network interface for instructing the remote display to display an error message if the identification information is invalid.

33. (Currently Amended). A method for establishing attendance of a plurality of players at [an] a marketing event, the marketing event occurring at a common location, the method including the steps of:

establishing the event and defining a set of targeted players based on predetermined criteria;

establishing the common location, the common location being within a larger facility;
providing a remote device embodied in a mobile computer which may be carried by a user;

allowing the user to establish player identification information by the user, who is not one of the players, for each player in attendance at the event at the common location, at the remote device;

sending the player identification information from the remote device to a host computer;

receiving the player identification information from the remote device at the host computer through a remote network interface via a wireless connection; and,

storing the players(s)' attendance in a database located at the host computer, if the player is one of the targeted players.

34. (Previously Presented). A method, as set forth in claim 33, the method including the steps of:

establishing an ID number of an ID card of each player in attendance; and,
including the ID number(s) in the player identification information sent to the host computer.

35. (Previously Presented). A method, as set forth in claim 33, wherein the wireless connection uses an IEEE 802.11 standard.

36. (Original). A method, as set forth in claim 35, wherein the wireless connection is IEEE 802.11b.

37. (Original). A method, as set forth in claim 35, wherein the wireless connection is IEEE 802.11g.

38. (Original). A method, as set forth in claim 33, the remote device having a processor and a web client for interaction with a user, the method including the steps of:

acquiring input via the web client from the user; and,
formatting and presenting data to the user.

39. (Original). A method, as set forth in claim 33, the method including the step of sending an attendance form by the remote network interface to the remote device.

40. (Original). A method, as set forth in claim 39, the attendance form being fillable with the identification information by a user.

41. (Original). A method, as set forth in claim 40, the attendance form being accessible through a web client.

42. (Original). A method, as set forth in claim 41, the method including the step of accepting by the attendance form the identification information.

43. (Original). A method, as set forth in claim 42, the identification information including an identification card number.

44. (Original). A method, as set forth in claim 42, the identification information including an identification card number, the method including the steps of receiving the identification card number by the remote network interface and determining if the identification card number is valid.

45. (Original). A method, as set forth in claim 44, the method including the step of sending the gaming machine information to the database for storing as a function of the identification information if the identification card number is valid.

46. (Original). A method as set forth in claim 44, the remote device having a card reader, the method including the step of reading the identification card number from a player identification card by the card reader.

47. (Original). A method, as set forth in claim 44, the identification information including a device identification number associated with the gaming machine.

48. (Original). A method, as set forth in claim 47, including the steps of receiving the device identification number at the remote network interface and retrieving player attendance information from the database as a function of the device identification number, the player attendance information associated with the player playing the gaming machine.

49. (Original). A method, as set forth in claim 33, the remote network interface coupled to the database for retrieving and storing data therein.

50. (Original). A method, as set forth in claim 49, the database for storing data in database tables.

51. (Original). A method, as set forth in claim 50, including the step of providing a plurality of first data object coupled to the database tables for retrieving and storing data in the database tables.

52. (Original). A method, as set forth in claim 51, including the step of providing at least one second data object coupled to the first data objects for assembling multiple first data objects into a third data object.

53. (Original). A method, as set forth in claim 52, the third object coupled to the remote network interface, the method including the step of receiving queries from the

remote network interface at the third object, retrieving responsive data from the database, formatting the responsive data and returning the responsive data to the remote network interface.

54. (Original). A method, as set forth in claim 53, including the steps of receiving the responsive data and transmitting the responsive data to the remote device.

55. (Original). A method, as set forth in claim 54, the remote device having a processor and a web client for interaction with a user, the method including the step of formatting the responsive data, at the remote network interface, into a hyper text mark-up language response for display by the web client.

56. (Original). A method, as set forth in claim 38 the web client including a plurality of servlets for providing functionality to a user.

57. (Original). A method, as set forth in claim 56, the web client including a login layer for identifying the user.

58. (Original). A method, as set forth in claim 57, the web client including a menu layer for allowing the user to navigate to and access the servlets.

59. (Original). A method, as set forth in claim 58, the user having an assigned type, the menu layer for allowing accessing to servlets and restricting access to servlets as a function of the assigned type.

60. (Original). A method, as set forth in claim 45, the method including the step of retrieving the player attendance information from the database if the identification card number is valid.

61. (Original). A method, as set forth in claim 33, wherein the player information includes a player name.

62. (Original). A method, as set forth in claim 33, wherein the player attendance information includes a player identifier.

63. (Original). A method, as set forth in claim 33, wherein the player attendance information includes a gaming machine identifier.

64. (Original). A method, as set forth in claim 33, the method including the step of instructing the remote device to display the player attendance information.

65. (Currently Amended). A method, as set forth in claim ~~[32]~~ 33, [the] including the step of instructing the remote display to display an error message if the identification information is invalid.

66. (Cancelled).

67. (Cancelled).